

Fig. 1

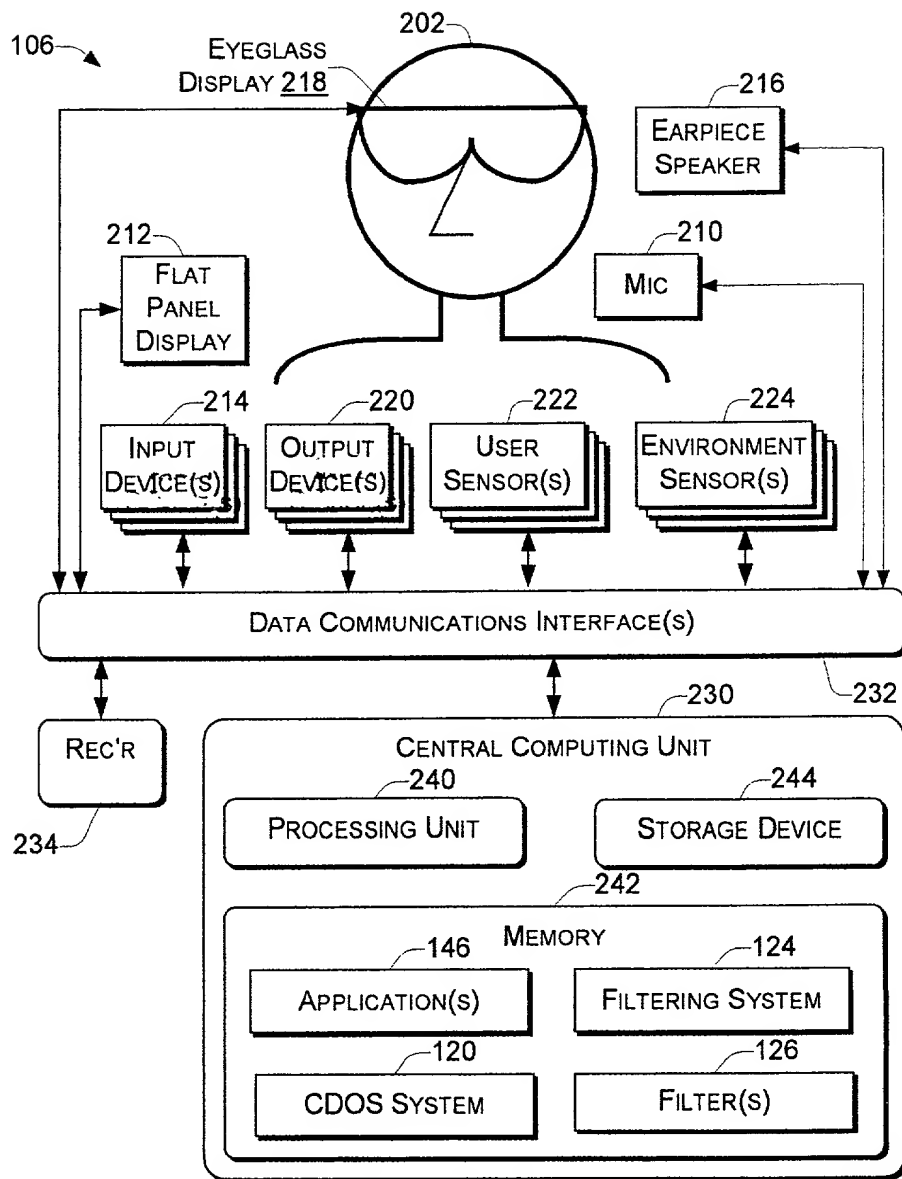


Fig. 2

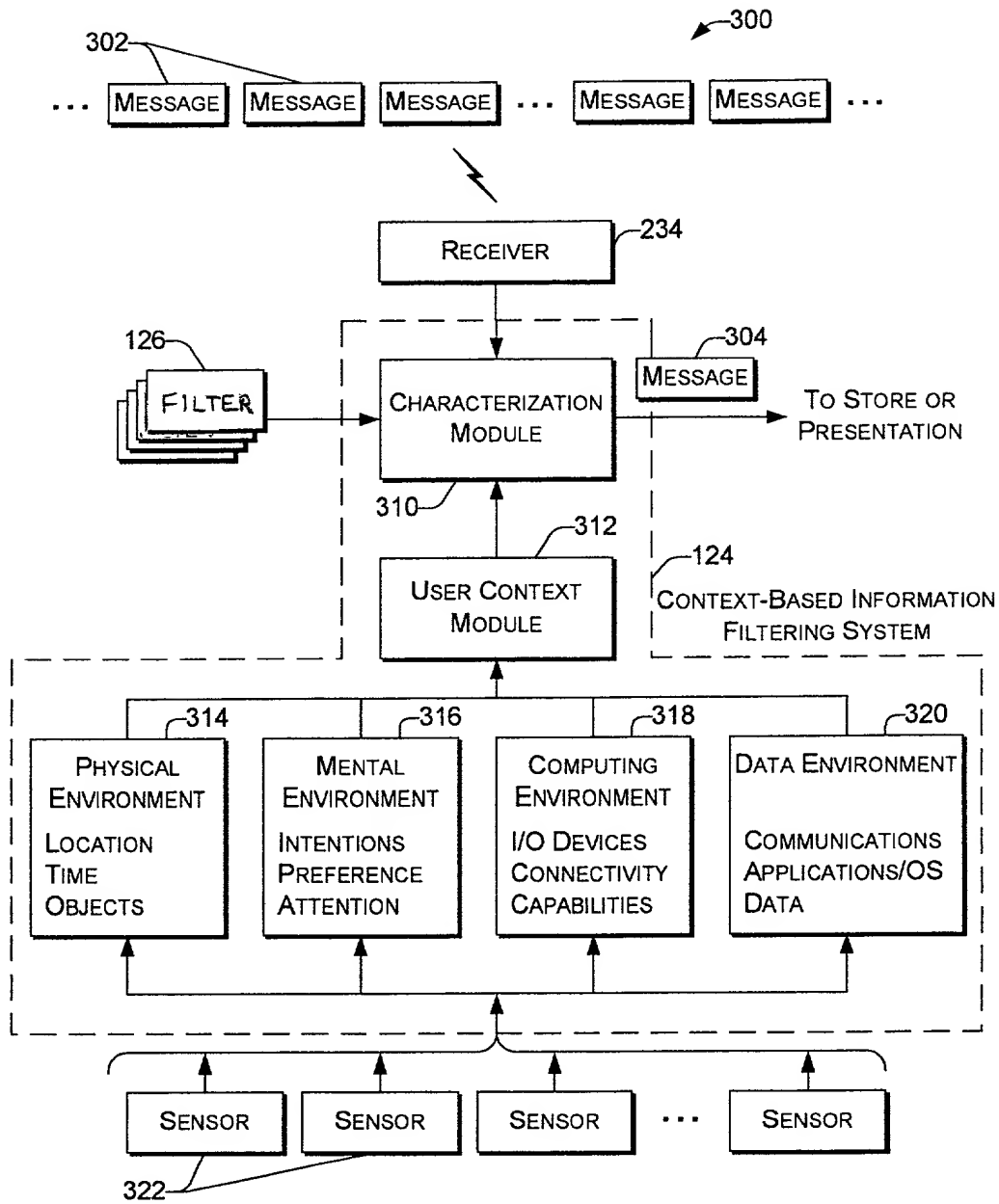


Fig. 3

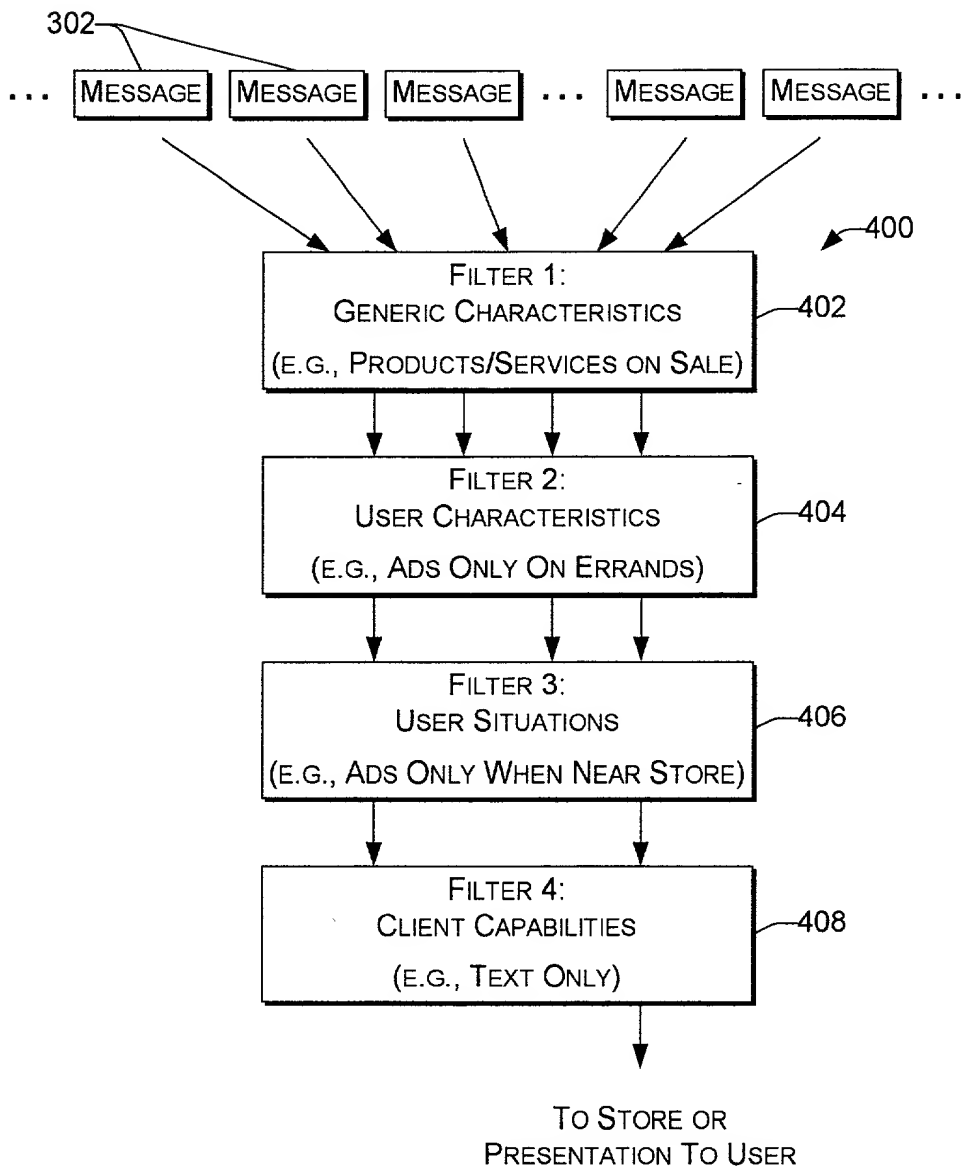


Fig. 4

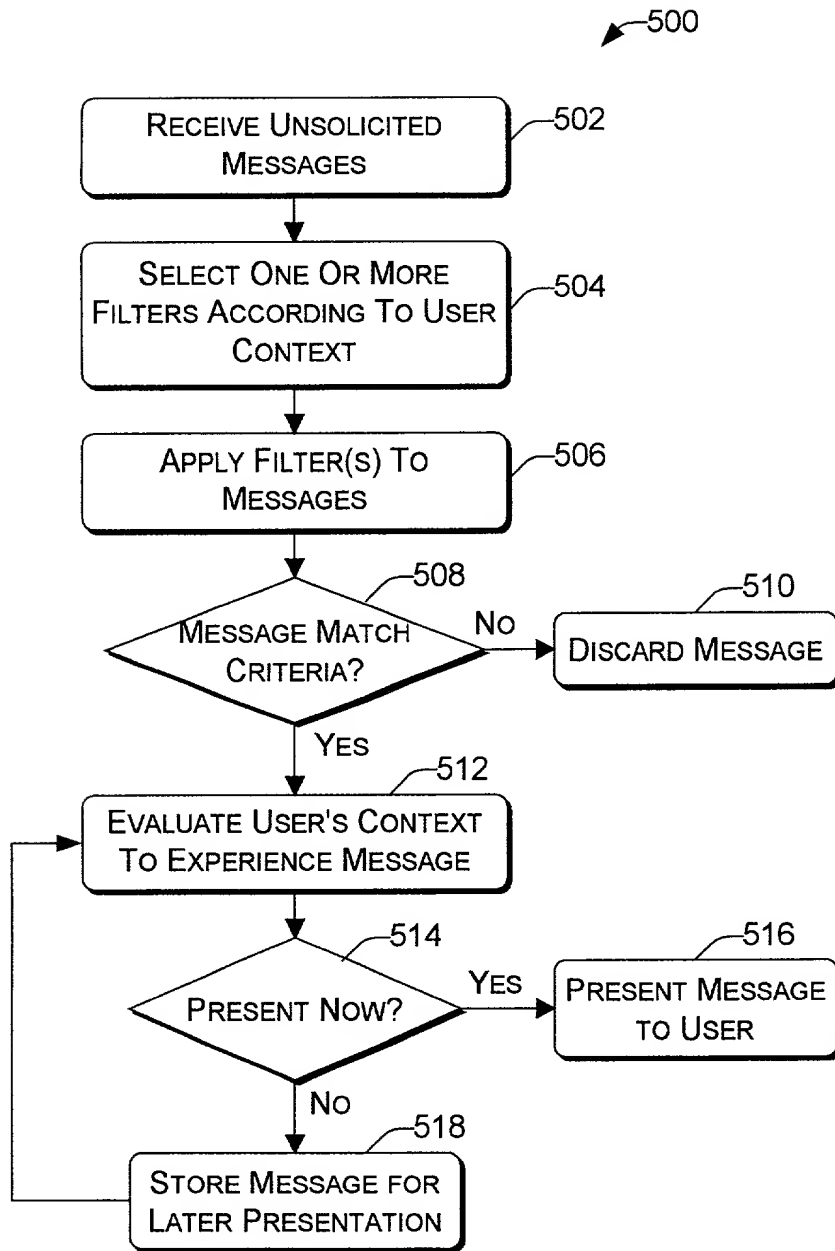


Fig. 5

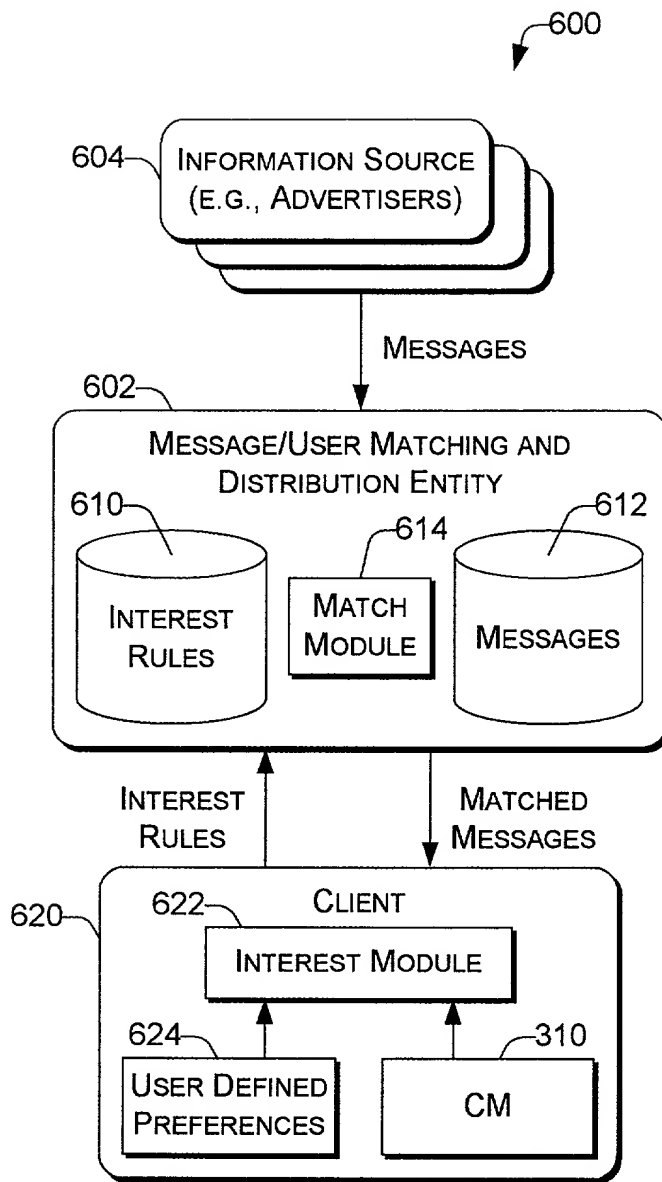


Fig. 6

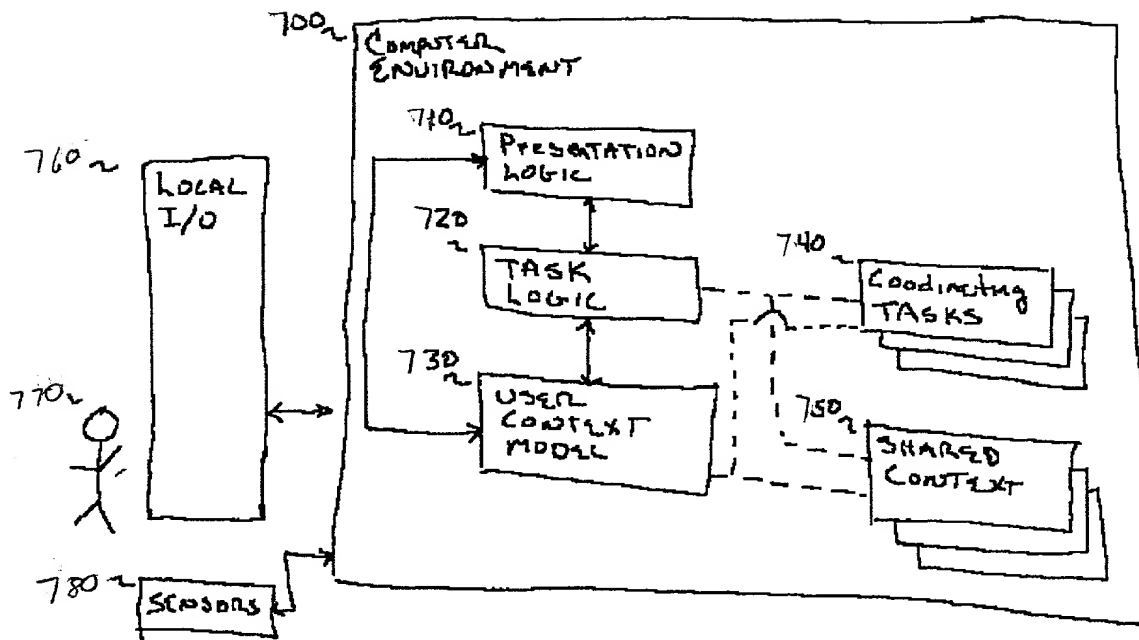


Figure 7

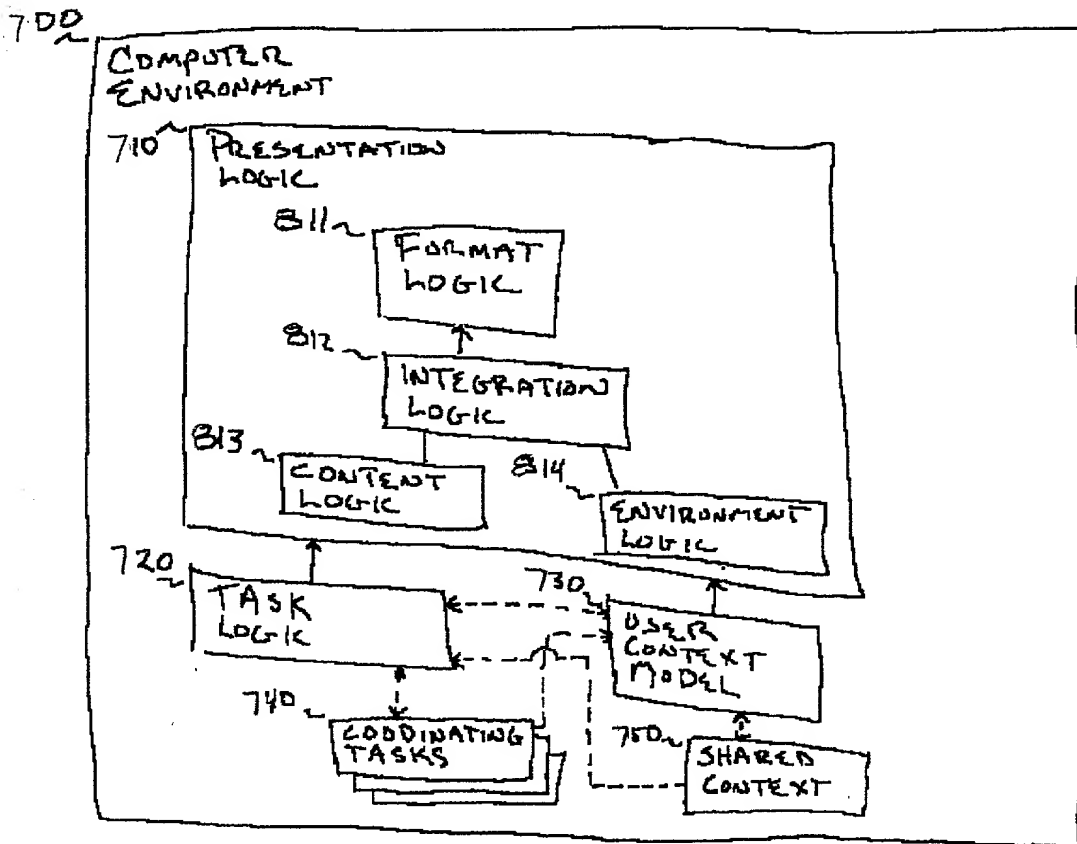


Figure 8

Gaming Computing Device 900

memory 930

User Sense Augmenter 941

User Sense Diminisher 942

Filtering System 934

Game Application 938

Virtual Footprint Generator 943

Virtual Graffiti Tag Generator 944

Dynamic Player Aggregator 945

Information Store 936

Physical Capability Reducer 946

Physical Capability Enhancer 947

Context Modeler 932

Virtual Sensor Planter 948

Appearance/Presence Cloaker 949

I/O Devices 910

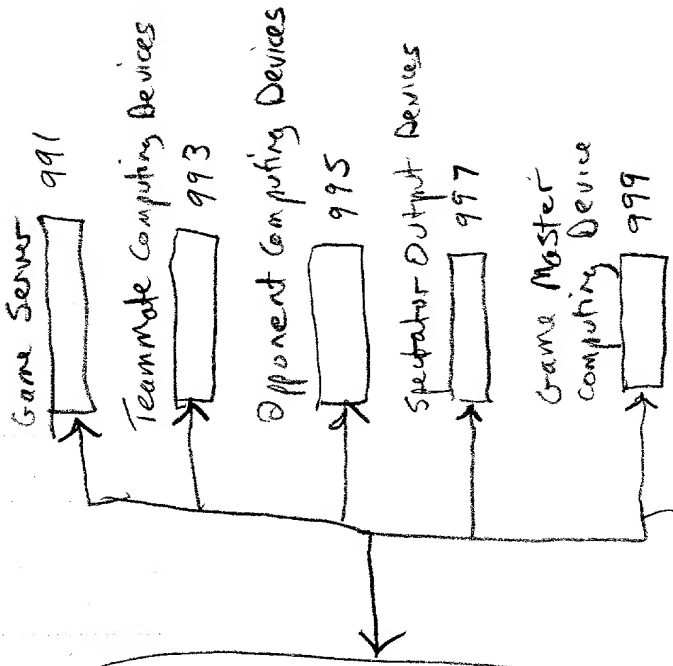
Network Connection 912

Computer-readable media drive 914

CPU 905

Storage 920

Context Model 925



network 980

Fig. 9

Fig. 10

Gaming Routine 1000

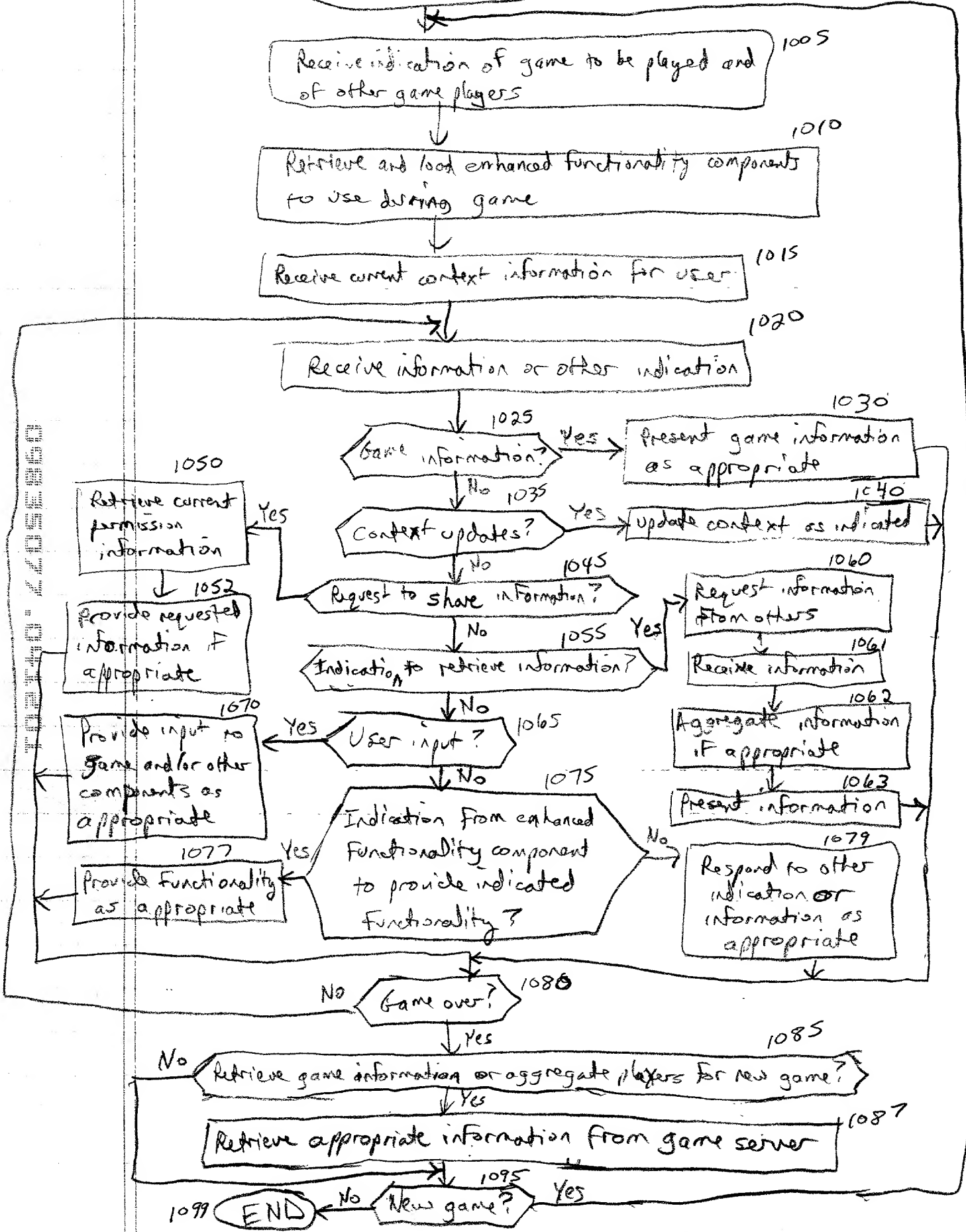
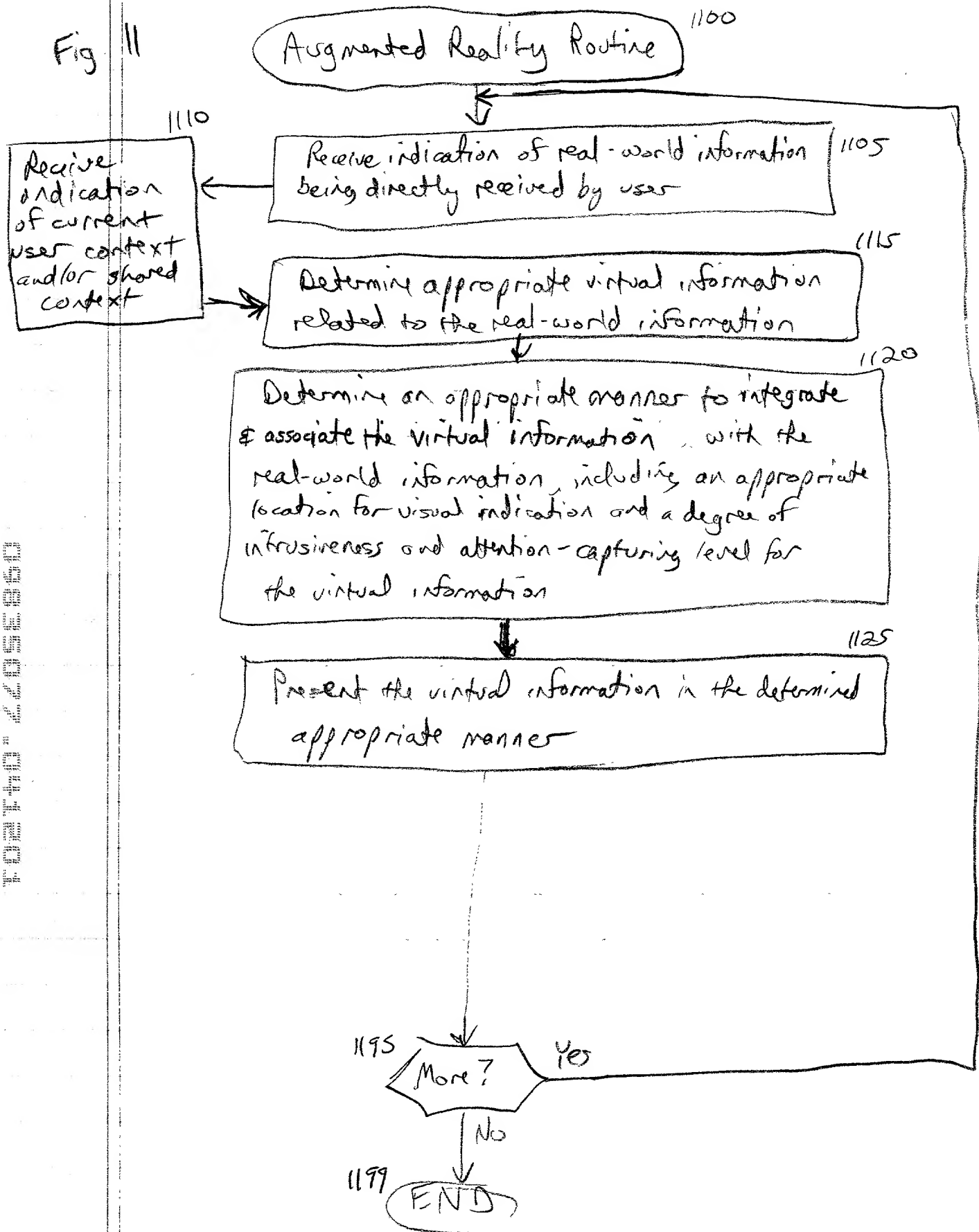


Fig. 11



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